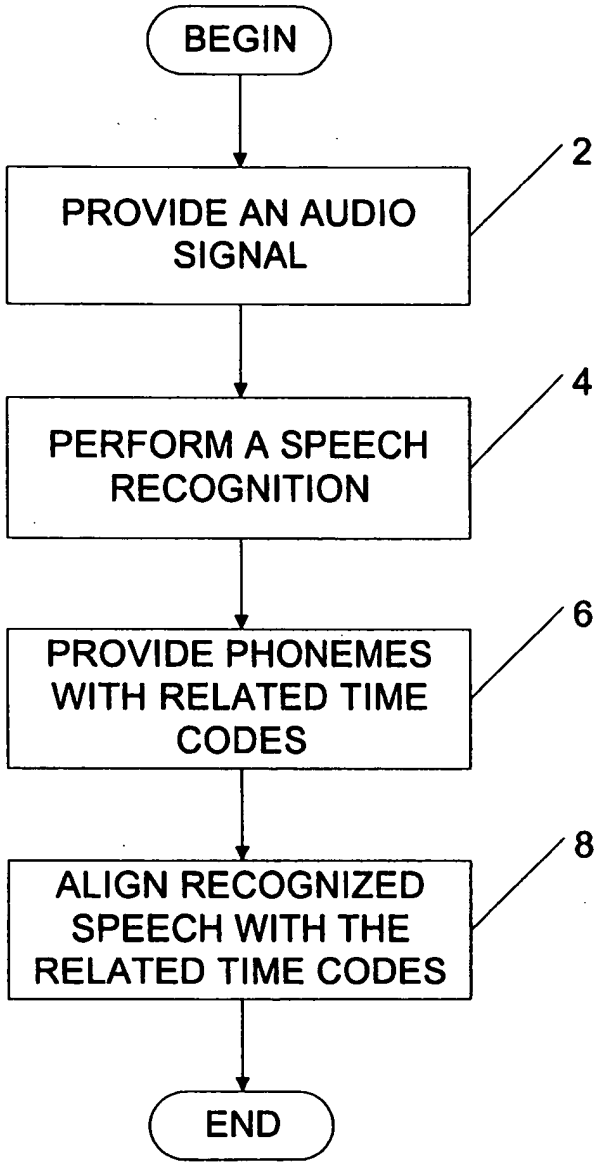

BEGIN
PROVIDE AN AUDIO SIGNAL
2
PERFORM A SPEECH RECOGNITION
4
PROVIDE PHONEMES WITH RELATED TIME CODES
6
ALIGN RECOGNIZED SPEECH WITH THE RELATED TIME CODES
8
END

Fig. 1

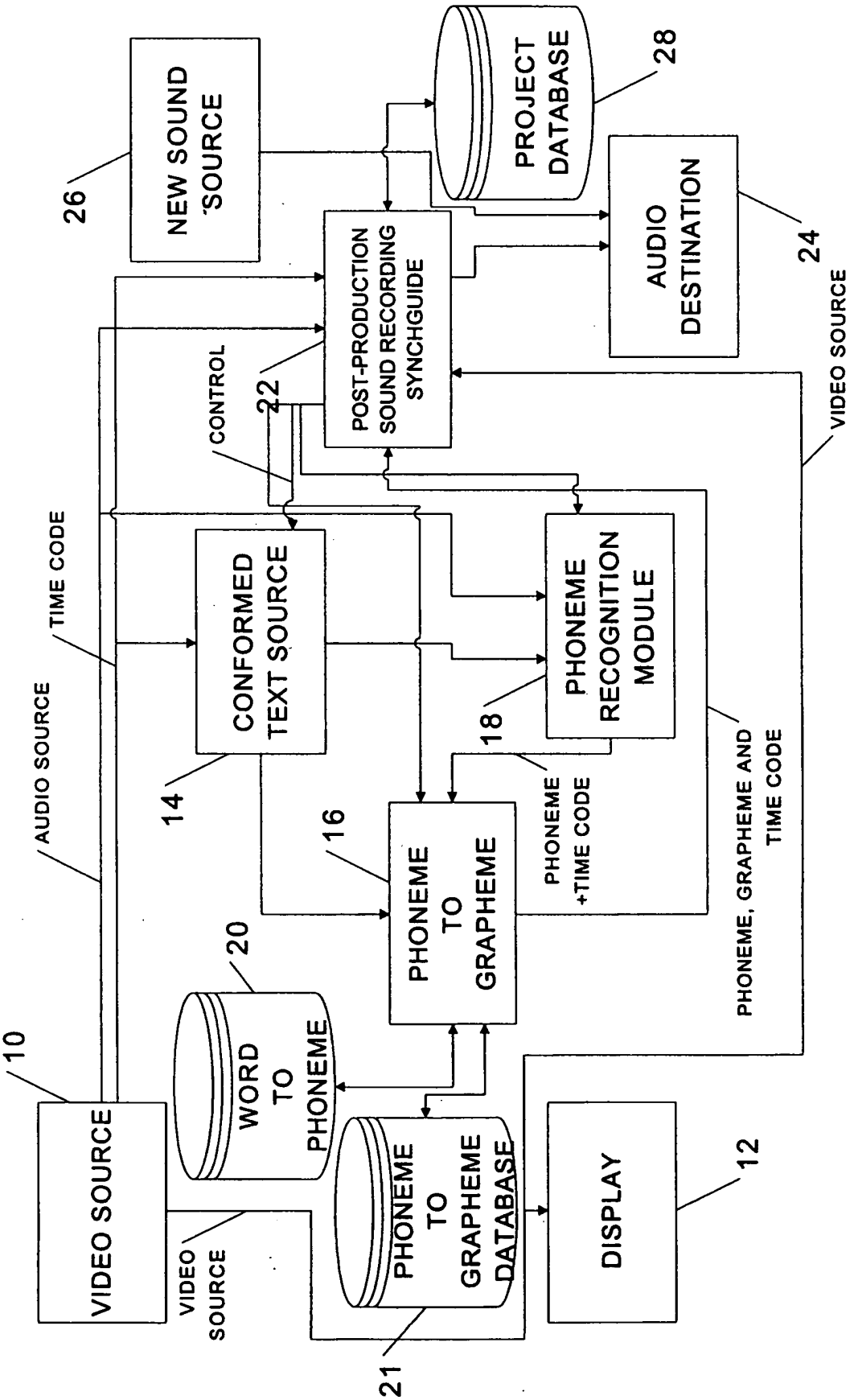

NEW SOUND SOURCE
26
PROJECT DATABASE
28
AUDIO DESTINATION
24
POST-PRODUCTION SOUND RECORDING SYNCHGUIDE
22
CONTROL
VIDEO SOURCE
TIME CODE
AUDIO SOURCE
CONFORMED TEXT SOURCE
14
PHONEME RECOGNITION MODULE
18
PHONEME +TIME CODE
PHONEME, GRAPHEME AND TIME CODE
16
PHONEME TO GRAPHEME
20
WORD TO PHONEME
10
VIDEO SOURCE
VIDEO SOURCE
PHONEME TO GRAPHEME DATABASE
21
DISPLAY
12

Fig. 2

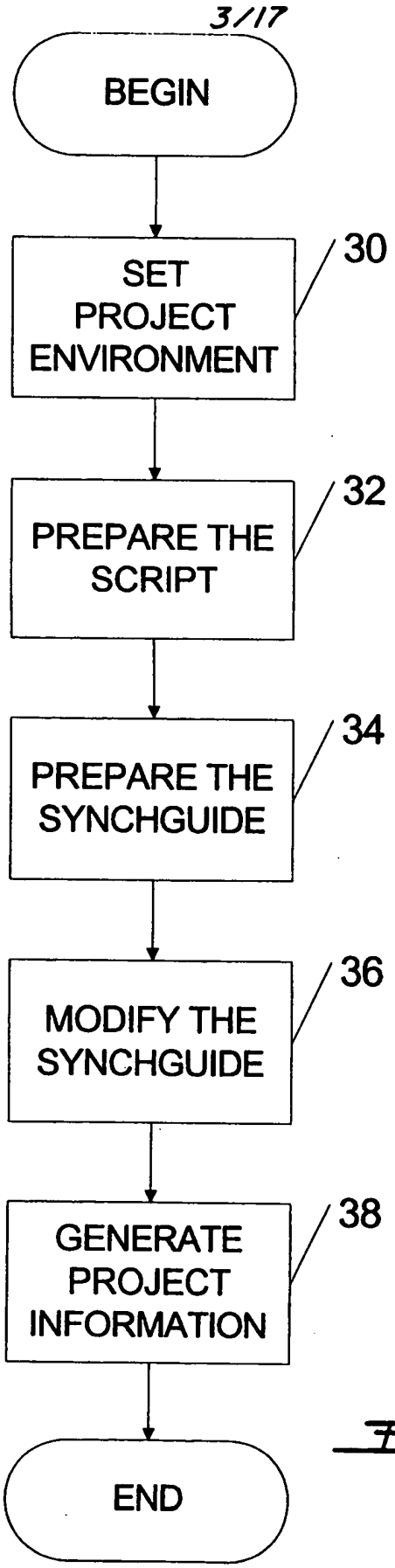

BEGIN
SET PROJECT ENVIRONMENT
30
PREPARE THE SCRIPT
32
PREPARE THE SYNCHGUIDE
34
MODIFY THE SYNCHGUIDE
36
GENERATE PROJECT INFORMATION
38
END

Fig. 3

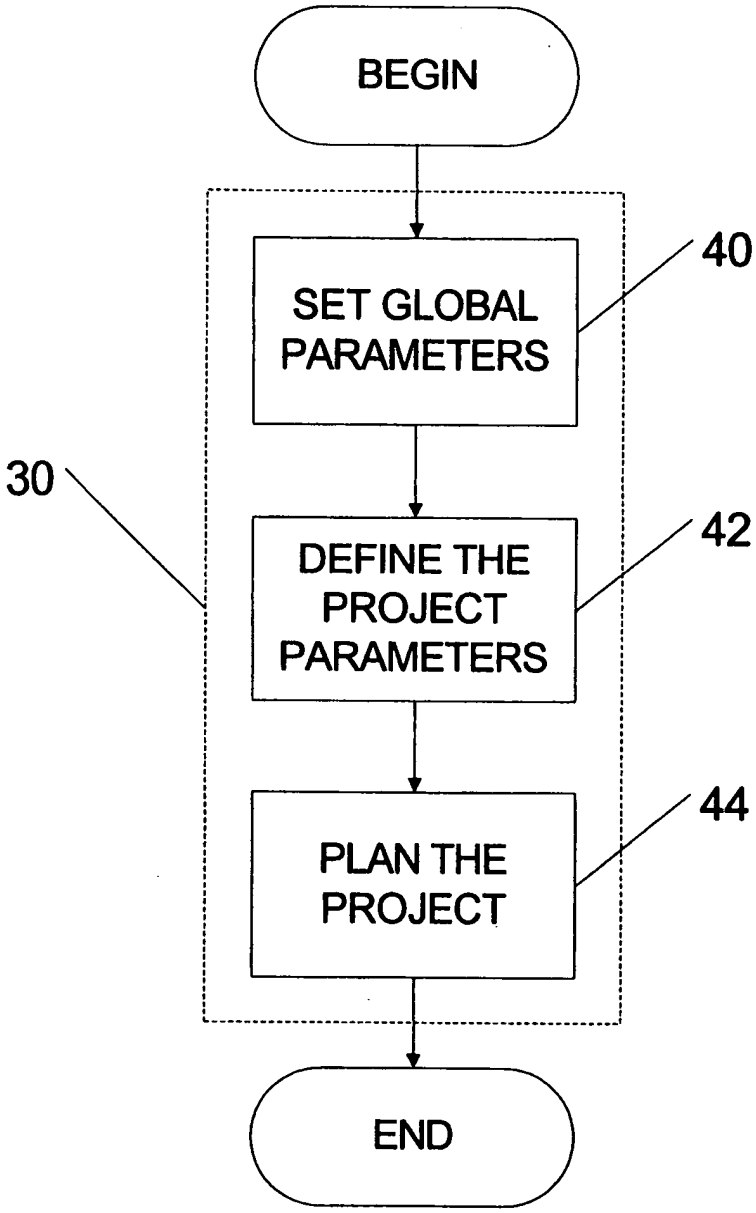

BEGIN
SET GLOBAL PARAMETERS
40
30
DEFINE THE PROJECT PARAMETERS
42
PLAN THE PROJECT
44
END

Fig. 4

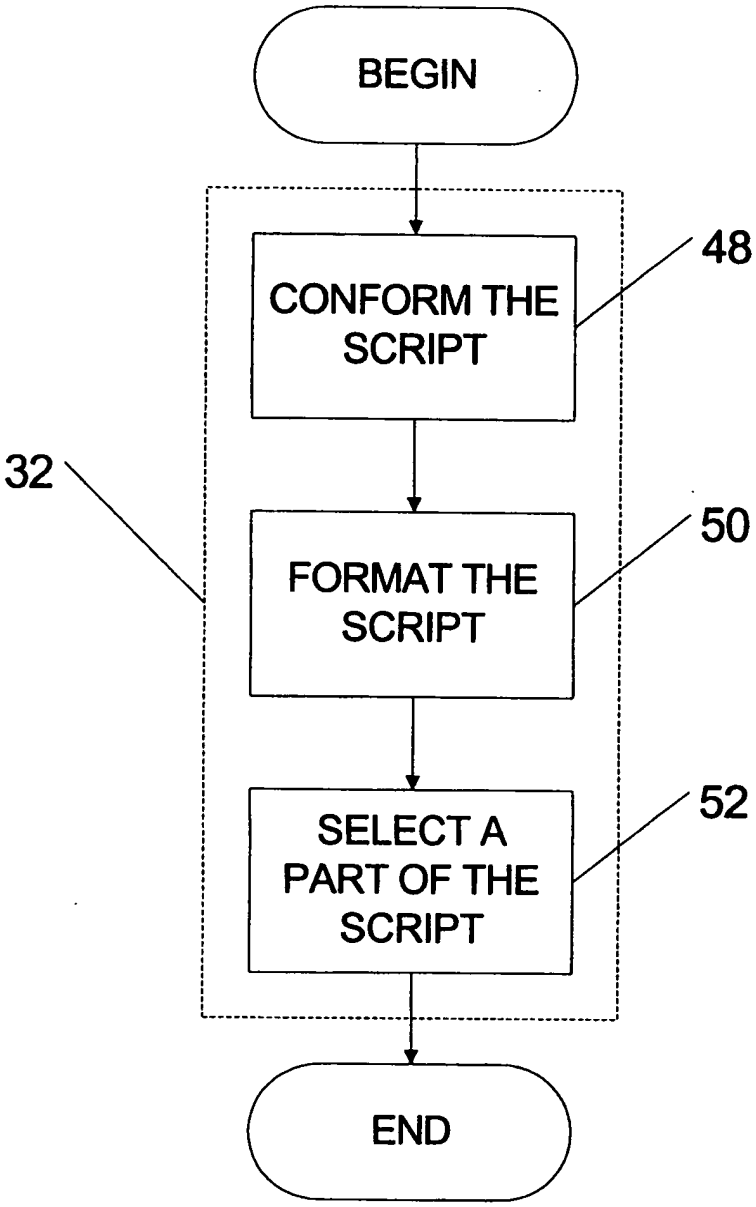

BEGIN
CONFORM THE SCRIPT
48
32
FORMAT THE SCRIPT
50
SELECT A PART OF THE SCRIPT
52
END

Fig. 5

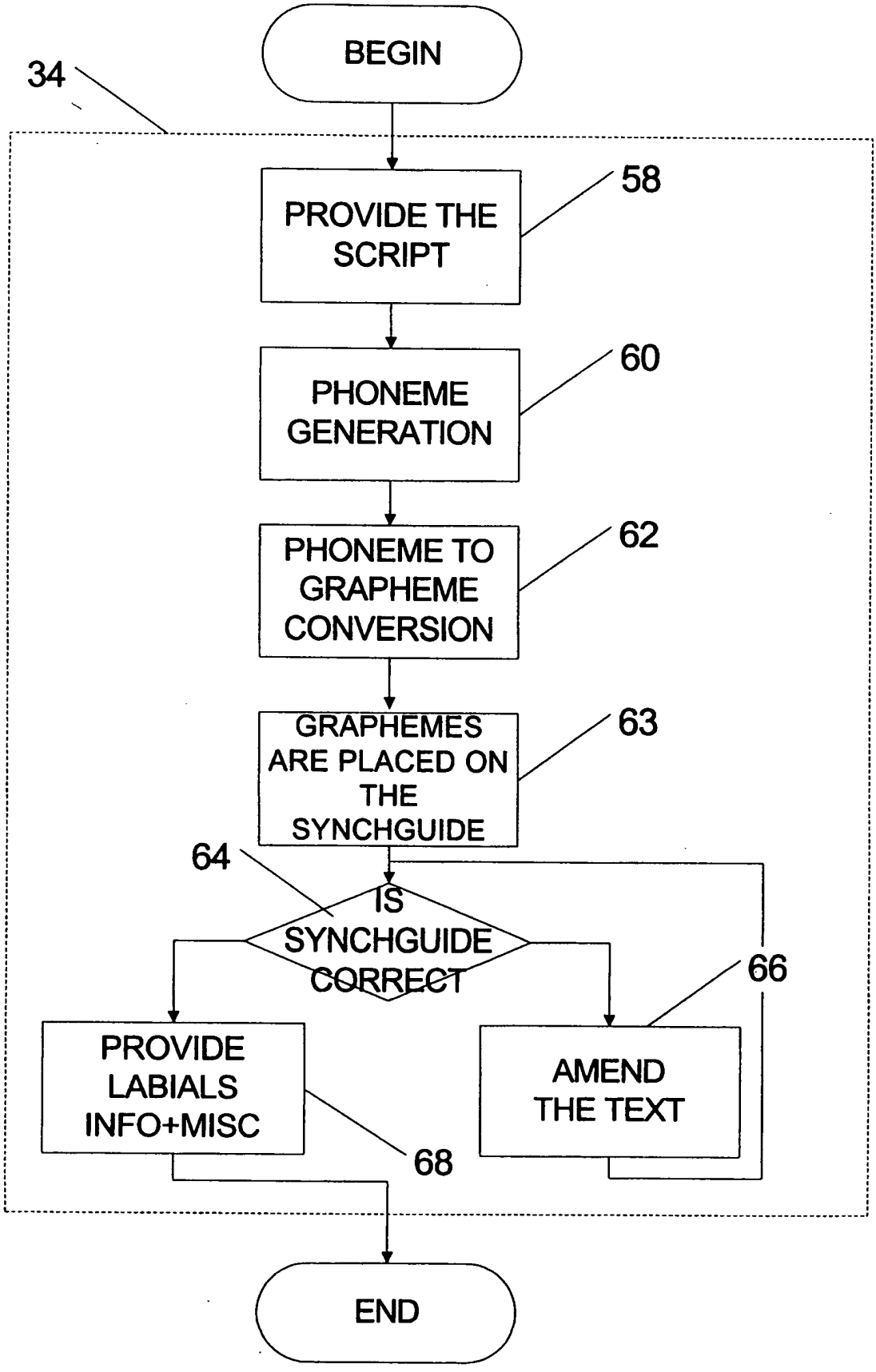

BEGIN
34
PROVIDE THE SCRIPT
58
PHONEME GENERATION
60
PHONEME TO GRAPHEME CONVERSION
62
GRAPHEMES ARE PLACED ON THE SYNCHGUIDE
63
64
IS SYNCHGUIDE CORRECT
66
PROVIDE LABIALS INFO+MISC
68
AMEND THE TEXT
END

Fig. 6

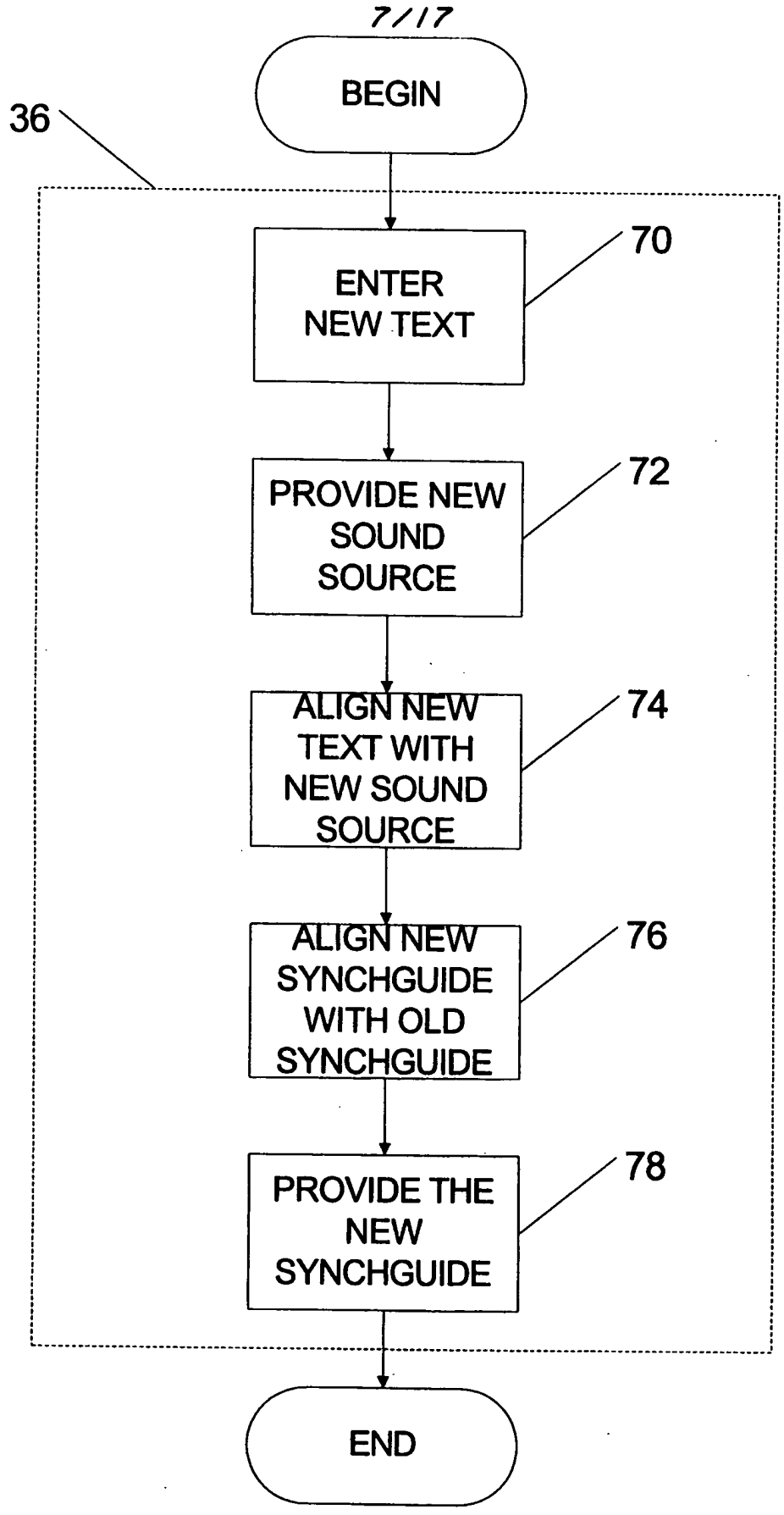
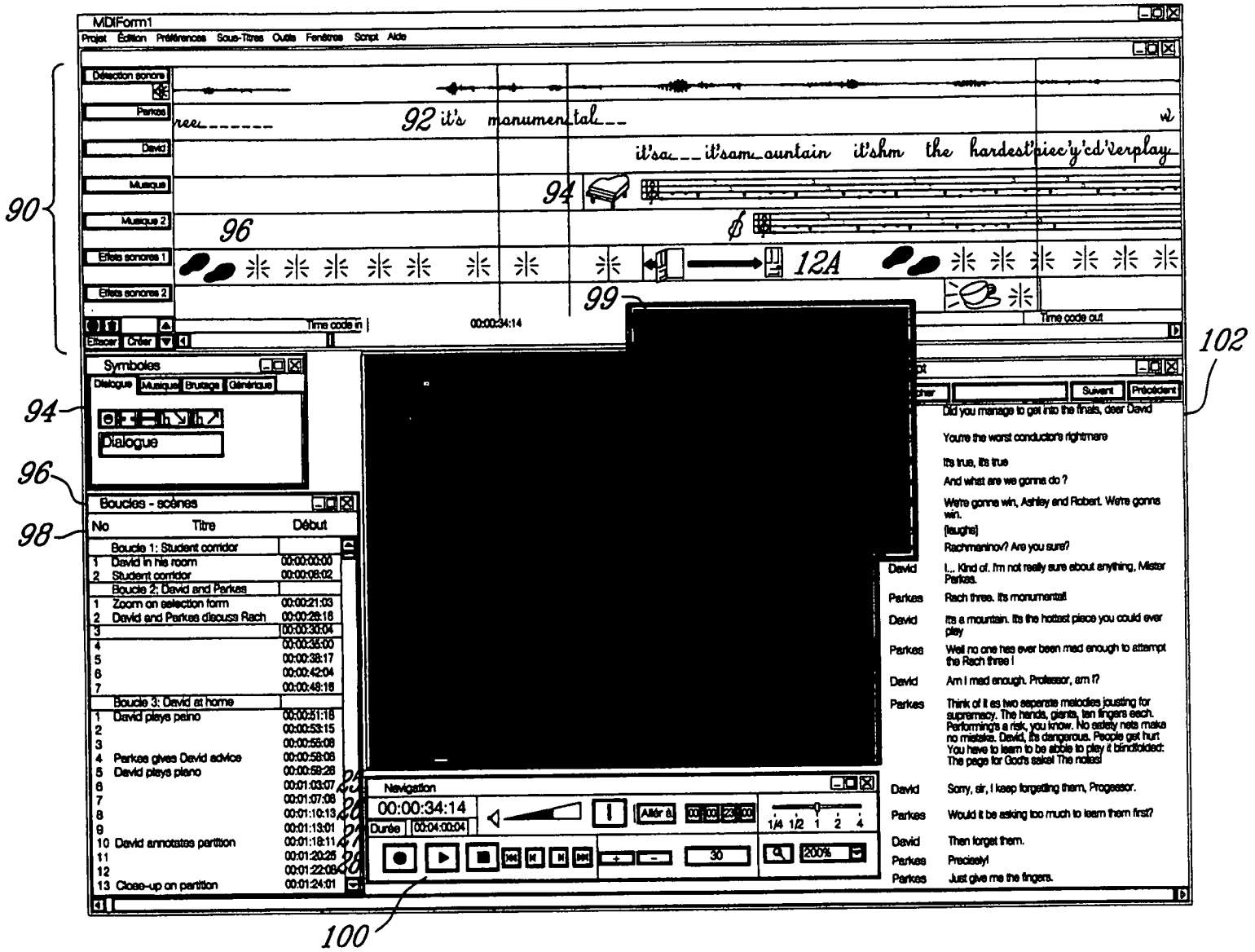

BEGIN
36
ENTER NEW TEXT
70
PROVIDE NEW SOUND SOURCE
72
ALIGN NEW TEXT WITH NEW SOUND SOURCE
74
ALIGN NEW SYNCHGUIDE WITH OLD SYNCHGUIDE
76
PROVIDE THE NEW SYNCHGUIDE
78
END

Fig. 7


MDIForm1
Projet Édition Préférences Sous-Titres Outils Fenêtres Script Aide
Détection sonore
Parkes
David
Musique
Musique 2
Effets sonores 1
Effets sonores 2
92
94
96
99
12A
Time code in
00:00:34:14
Time code out
Effacer
Créer
Symboles
Dialogue Musique Brutage Générique
Dialogue
Boucles - scènes
No Titre Début
Boucle 1: Student corridor
1 David in his room 00:00:00:00
2 Student corridor 00:00:06:02
Boucle 2: David and Parkes
1 Zoom on selection form 00:00:21:03
2 David and Parkes discuss Rach 00:00:28:16
3 00:00:30:04
4 00:00:35:00
5 00:00:38:17
6 00:00:42:04
7 00:00:49:16
Boucle 3: David at home
1 David plays piano 00:00:51:16
2 00:00:53:15
3 00:00:55:08
4 Parkes gives David advice 00:00:58:08
5 David plays piano 00:00:59:26
6 00:01:03:07
7 00:01:07:06
8 00:01:10:13
9 00:01:13:01
10 David annotates partition 00:01:16:11
11 00:01:20:25
12 00:01:22:09
13 Close-up on partition 00:01:24:01
Navigation
00:00:34:14
Durée 00:04:00:04
Aller à
30
200%
Suivant
Précédent
Did you manage to get into the finals, dear David
You're the worst conductor's nightmare
It's true, it's true
And what are we gonna do ?
We're gonna win, Ashley and Robert. We're gonna win.
[laughs]
Rachmaninov? Are you sure?
David I... Kind of. I'm not really sure about anything, Mister Parkes.
Parkes Rach three. It's monumental!
David It's a mountain. It's the hottest piece you could ever play
Parkes Well no one has ever been mad enough to attempt the Rach three !
David Am I mad enough. Professor, am I?
Parkes Think of it as two seperate melodies jousting for supremacy. The hands, giants, ten fingers each. Performing's a risk, you know. No safety nets make no mistake. David, it's dangerous. People get hurt You have to learn to be abble to play it blindfolded: The page for God's sake! The notes!
David Sorry, sir, I keep forgetting them, Progessor.
Parkes Would it be asking too much to learn them first?
David Then forget them.
Parkes Precisely!
Parkes Just give me the fingers.
90
94
96
98
100
102

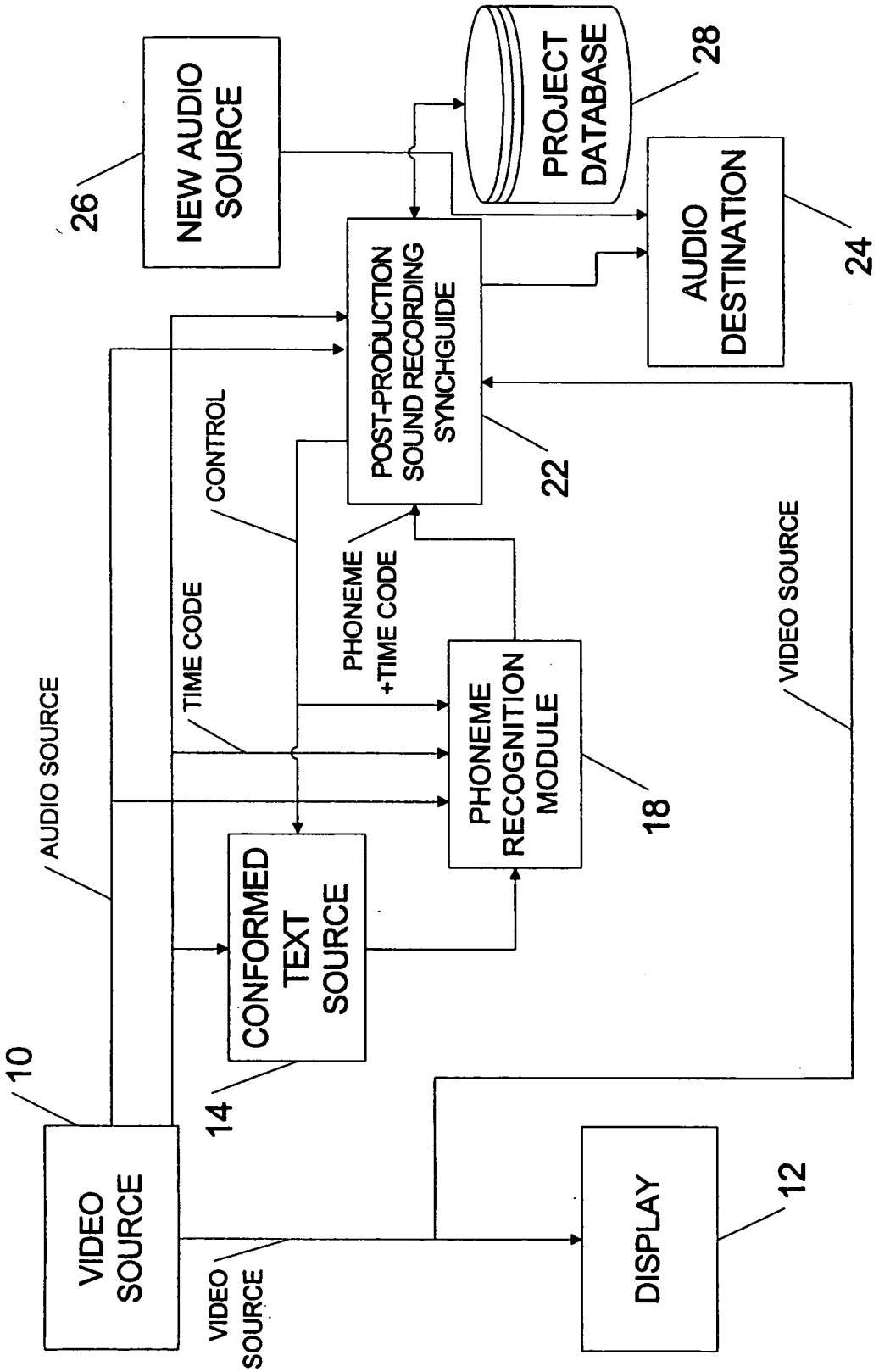

NEW AUDIO SOURCE
26
PROJECT DATABASE
28
AUDIO DESTINATION
24
POST-PRODUCTION SOUND RECORDING SYNCHGUIDE
22
CONTROL
TIME CODE
PHONEME +TIME CODE
AUDIO SOURCE
VIDEO SOURCE
PHONEME RECOGNITION MODULE
18
CONFORMED TEXT SOURCE
14
10
VIDEO SOURCE
VIDEO SOURCE
DISPLAY
12

Fig. 9

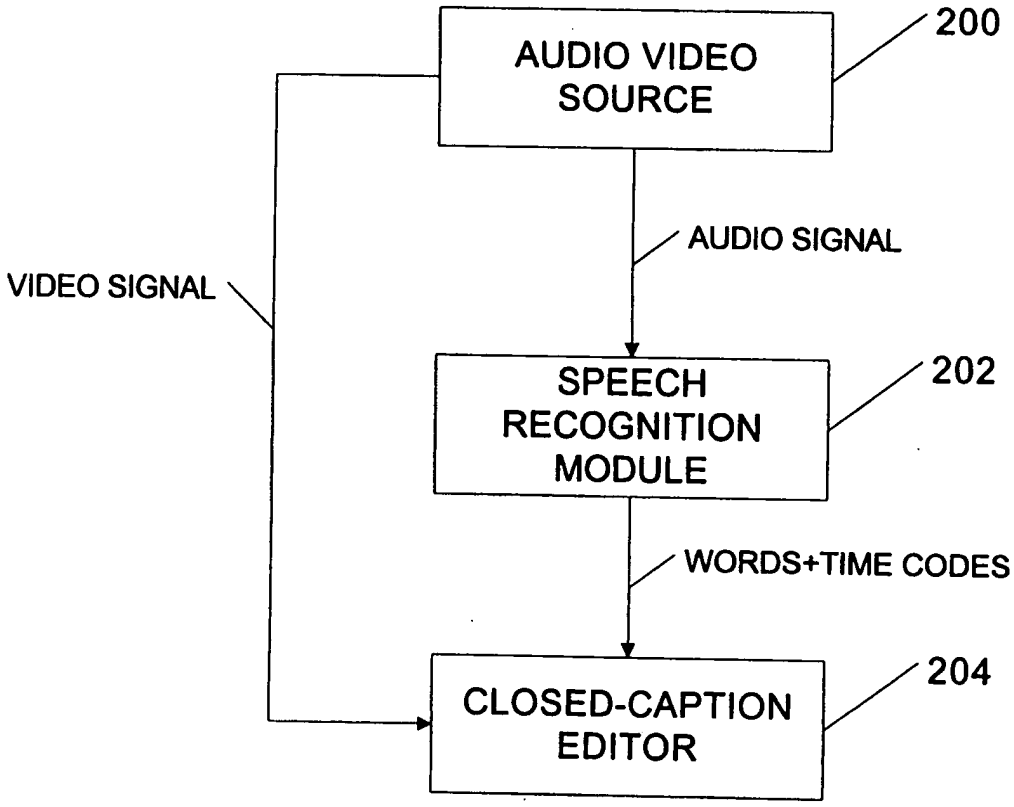

AUDIO VIDEO SOURCE
200
AUDIO SIGNAL
VIDEO SIGNAL
SPEECH RECOGNITION MODULE
202
WORDS+TIME CODES
CLOSED-CAPTION EDITOR
204

Fig. 10

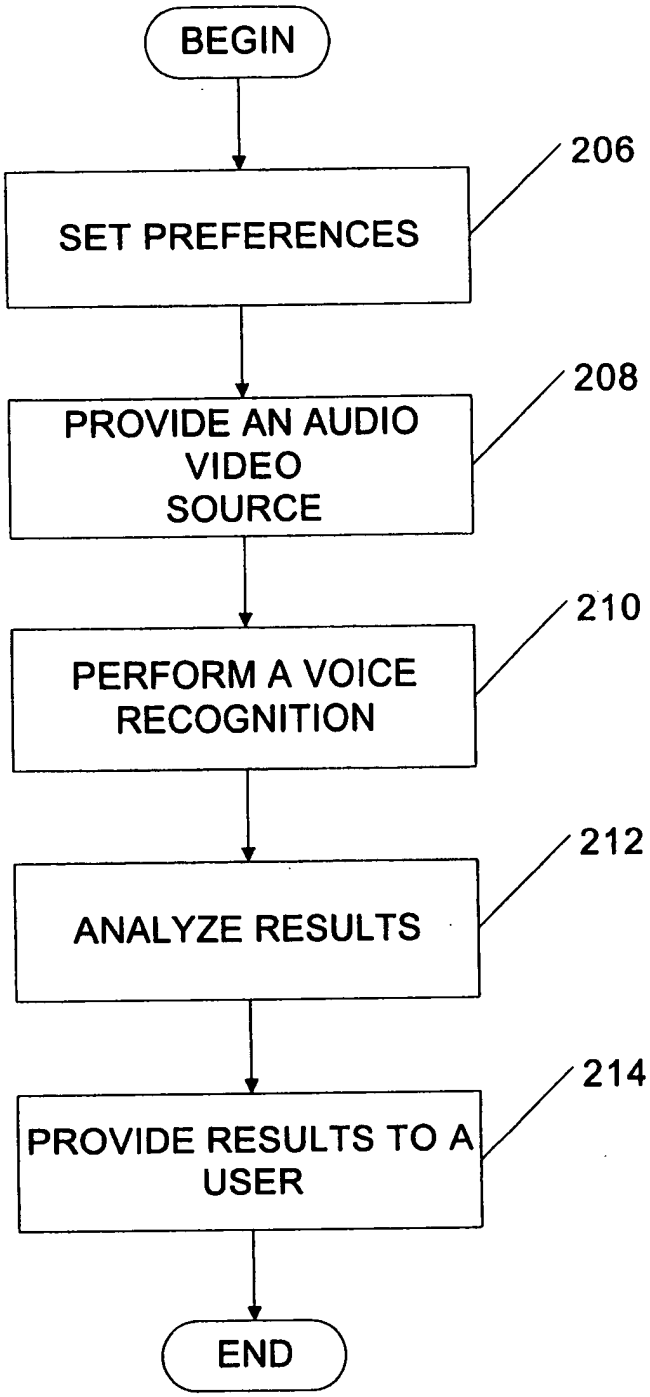

BEGIN
206
SET PREFERENCES
208
PROVIDE AN AUDIO VIDEO SOURCE
210
PERFORM A VOICE RECOGNITION
212
ANALYZE RESULTS
214
PROVIDE RESULTS TO A USER
END

Fig. 11

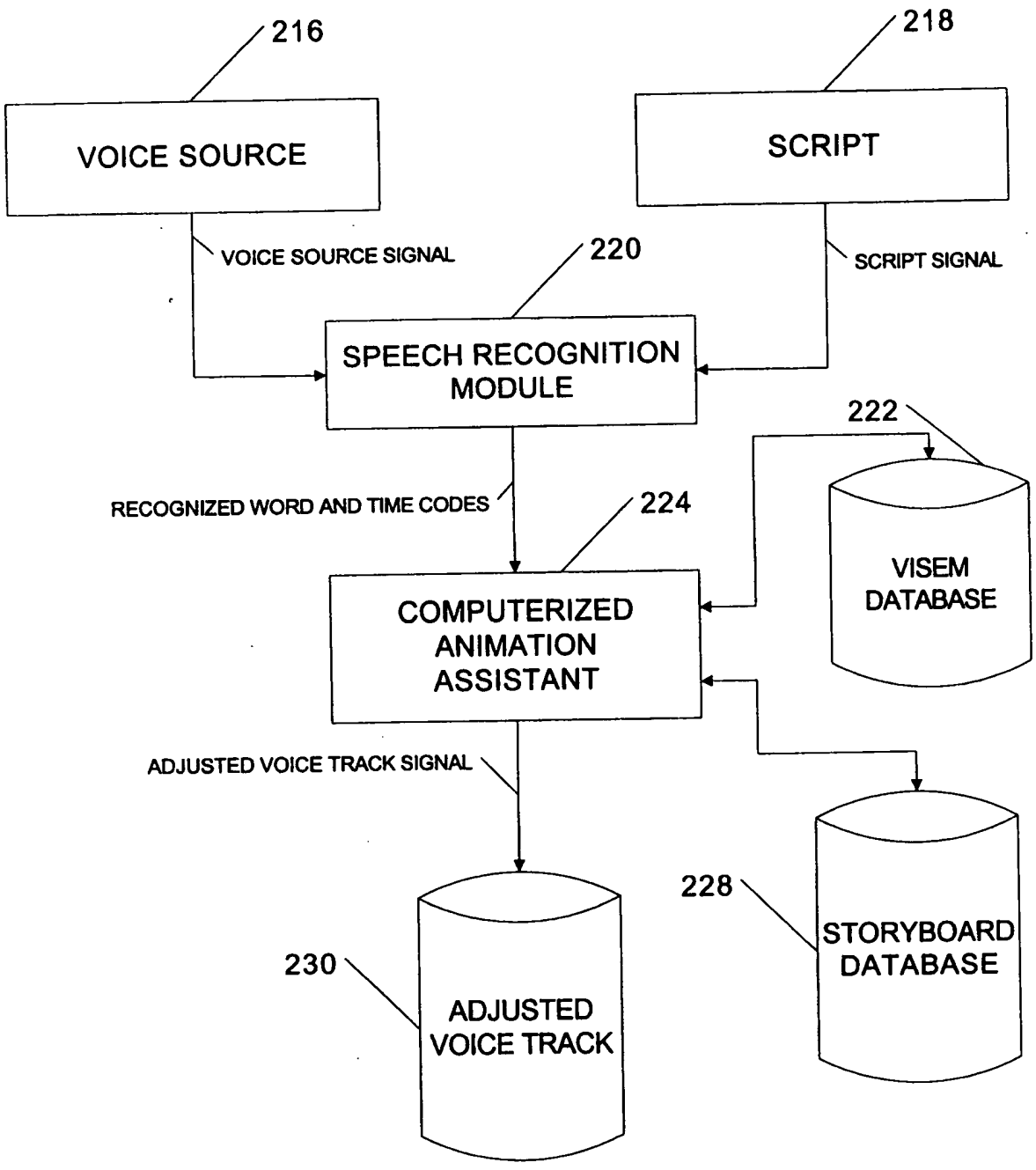

216
VOICE SOURCE
218
SCRIPT
VOICE SOURCE SIGNAL
220
SCRIPT SIGNAL
SPEECH RECOGNITION MODULE
222
VISEM DATABASE
RECOGNIZED WORD AND TIME CODES
224
COMPUTERIZED ANIMATION ASSISTANT
ADJUSTED VOICE TRACK SIGNAL
228
STORYBOARD DATABASE
230
ADJUSTED VOICE TRACK

Fig. 12

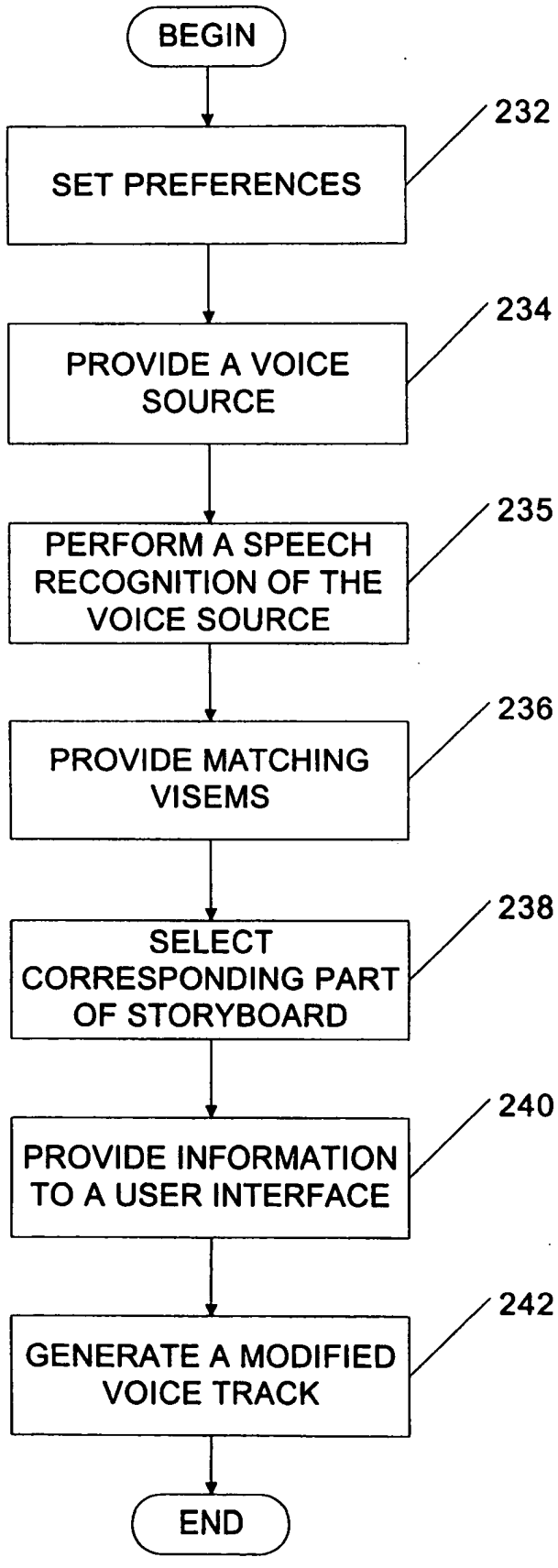

BEGIN
SET PREFERENCES
232
PROVIDE A VOICE SOURCE
234
PERFORM A SPEECH RECOGNITION OF THE VOICE SOURCE
235
PROVIDE MATCHING VISEMS
236
SELECT CORRESPONDING PART OF STORYBOARD
238
PROVIDE INFORMATION TO A USER INTERFACE
240
GENERATE A MODIFIED VOICE TRACK
242
END

Fig. 13

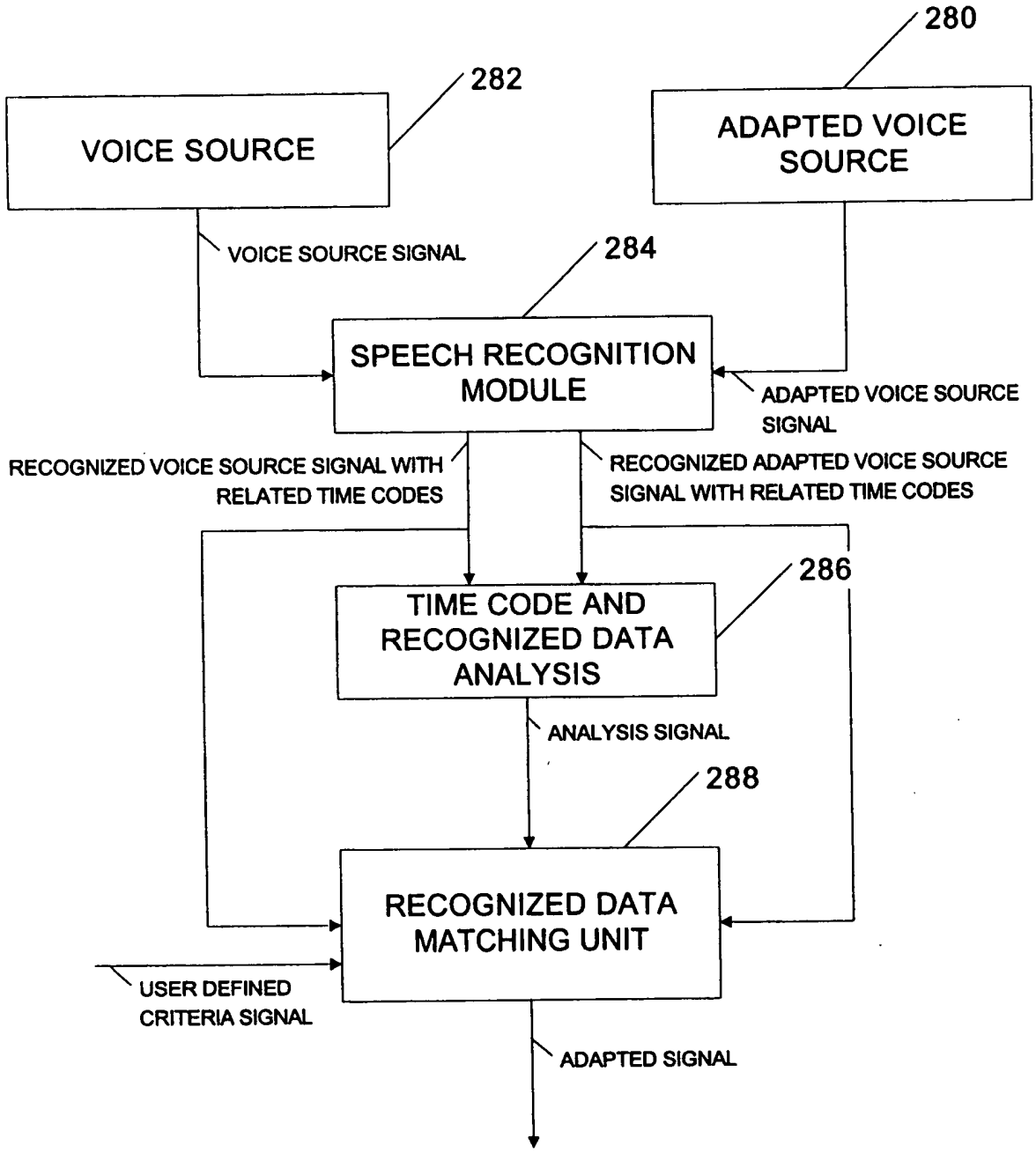

280
282
VOICE SOURCE
ADAPTED VOICE SOURCE
VOICE SOURCE SIGNAL
284
SPEECH RECOGNITION MODULE
ADAPTED VOICE SOURCE SIGNAL
RECOGNIZED VOICE SOURCE SIGNAL WITH RELATED TIME CODES
RECOGNIZED ADAPTED VOICE SOURCE SIGNAL WITH RELATED TIME CODES
286
TIME CODE AND RECOGNIZED DATA ANALYSIS
ANALYSIS SIGNAL
288
RECOGNIZED DATA MATCHING UNIT
USER DEFINED CRITERIA SIGNAL
ADAPTED SIGNAL

Fig. 14

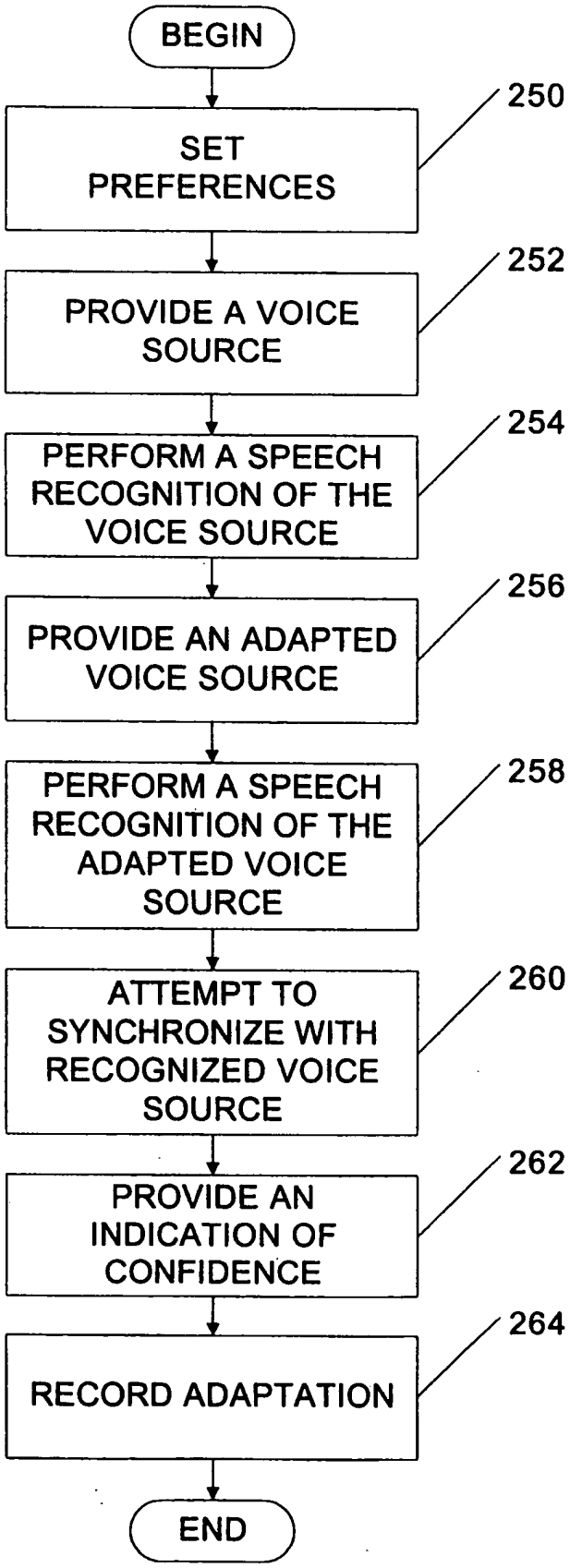

BEGIN
SET PREFERENCES
250
PROVIDE A VOICE SOURCE
252
PERFORM A SPEECH RECOGNITION OF THE VOICE SOURCE
254
PROVIDE AN ADAPTED VOICE SOURCE
256
PERFORM A SPEECH RECOGNITION OF THE ADAPTED VOICE SOURCE
258
ATTEMPT TO SYNCHRONIZE WITH RECOGNIZED VOICE SOURCE
260
PROVIDE AN INDICATION OF CONFIDENCE
262
RECORD ADAPTATION
264
END

Fig. 15

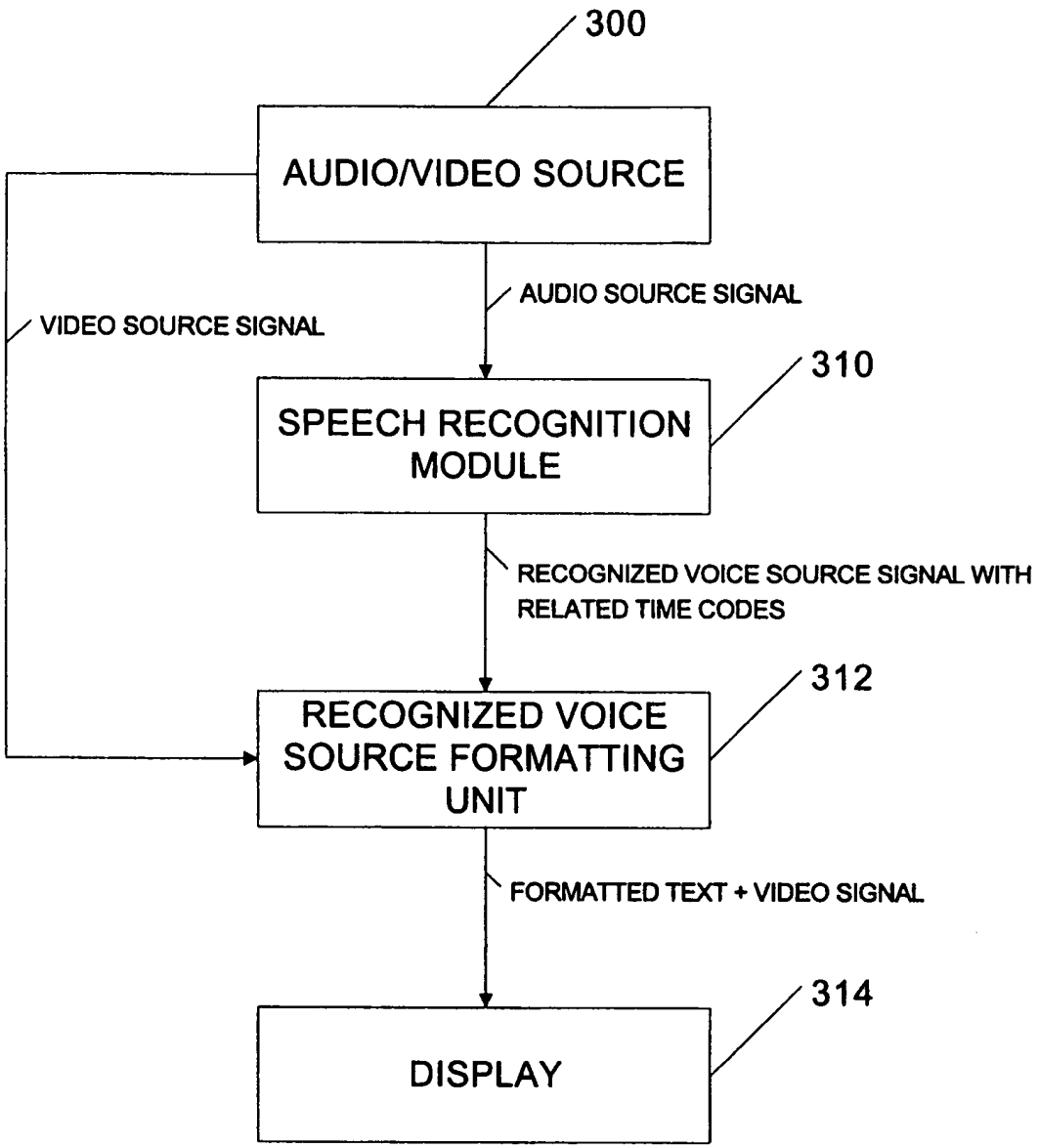

300
AUDIO/VIDEO SOURCE
AUDIO SOURCE SIGNAL
VIDEO SOURCE SIGNAL
310
SPEECH RECOGNITION MODULE
RECOGNIZED VOICE SOURCE SIGNAL WITH RELATED TIME CODES
312
RECOGNIZED VOICE SOURCE FORMATTING UNIT
FORMATTED TEXT + VIDEO SIGNAL
314
DISPLAY

Fig. 16

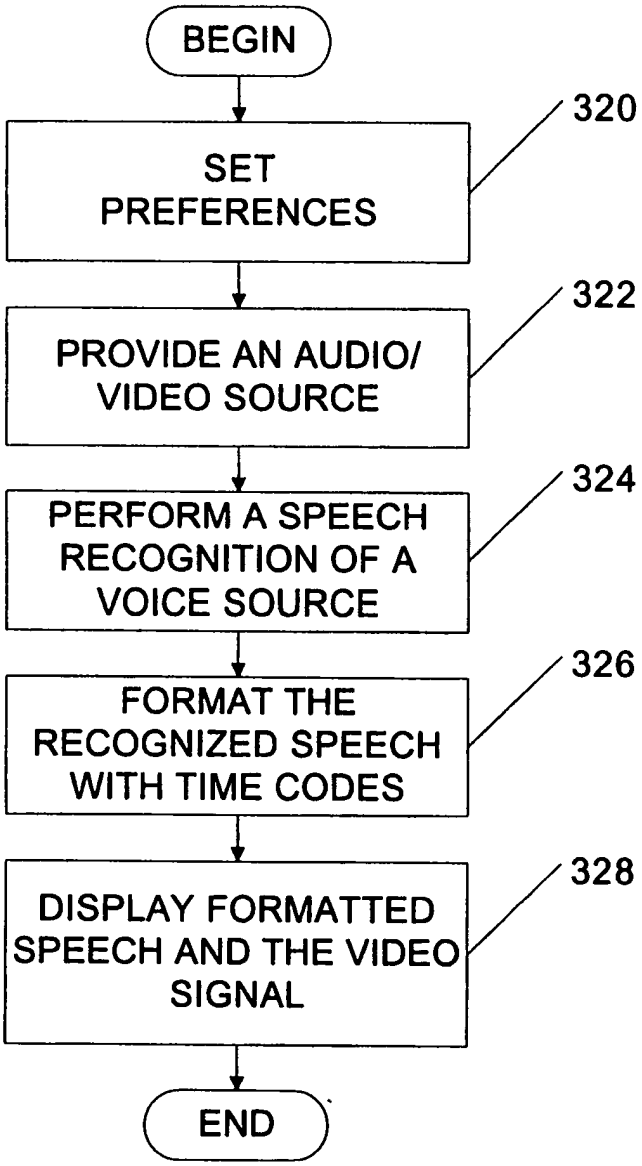

BEGIN
320
SET PREFERENCES
322
PROVIDE AN AUDIO/ VIDEO SOURCE
324
PERFORM A SPEECH RECOGNITION OF A VOICE SOURCE
326
FORMAT THE RECOGNIZED SPEECH WITH TIME CODES
328
DISPLAY FORMATTED SPEECH AND THE VIDEO SIGNAL
END

FIG. 17